

UNIT 2 LESSON 1 - STORYBOARD AND SCRIPT

Campfire

Setting/Storyboard

Visual Background

Characters are standing around a campfire on an alien world with stars and two moons in the sky. Willy the Space Weasel is sitting on a donkey and Space Cowboy Steve is standing next to the campfire.

Audio Background

Campfire crackling noises

Characters Present

- Space Cowboy Steve: folksy, down-to-earth, helpful, a bit slow
- Space Donkey Bob: to be revealed later, comic relief for now
- Willy the Space Weasel: positive, eager, energetic with a hint of anxiousness, worries easily

Script

Space Cowboy Steve:

(looking at trainees, he signals to himself and Bob when he introduces them)

Oh, boy, I am so glad to see you trainees again! For those of you that are new, welcome. I am Space Cowboy Steve and that donkey over there is my trusty companion Space Donkey Bob. That's B-O-B...

Willy the Space Weasel:

We've heard that joke already, Steve! And I am Willy! It is great to see you again. Last time we saw each other we learned how to build a computer together! *(image of Raspberry Pi from Unit 1)* Thanks to you trainees, the spaceship was saved! But now we need your help again, to help out some animal friends of mine. But I guess we can get to that later.

Space Donkey Bob:

Hee-haw!

Space Cowboy Steve:

Okay, no time to waste. Let's get you trainees warmed up and ready for today!

Willy the Space Weasel:

Today we are going to play the game Minefield.

Space Cowboy Steve:

Don't worry, no one's getting hurt. To play this here game you're going to need to find a partner and line up on opposite sides inside the game space. *(in a thought bubble in the corner, show an example with Bob and Willy on two different sides, facing each other, with a space in the middle)*

Willy the Space Weasel:

You are going to take an object that your teacher...

Space Cowboy Steve:

Don't ya mean "mission leader," Willy?! They got promoted since we've last seen our friends! Give these mission leaders the respect they deserve!

Willy the Space Weasel:

Okay...so the mission leader will tell you to throw some objects into the space in the middle. *(continue using example in thought bubble to show Bob and Willy throwing objects into the middle—crumpled paper, shoes, etc.)* These objects are now mines.

Space Cowboy Steve:

One of you youngins will need to be closin' your eyes or be blindfolded. *(blindfold one character in thought bubble example)* The other person in this here partnership will have the job of getting you across the minefield without touching any of the mines. There'll be no peekin'—otherwise it's not a game. If you touch one of them landmines you got to start over.

Willy the Space Weasel:

Try to think of different ways to communicate to your partner that will tell them how to move. For example, when I clap, move forward. You will have one minute to plan before you start. *(timer)*

Space Cowboy Steve:

Now, don't be givin' away too much. Once the blindfolded youngin reaches their partner, you've completed this communication training mission. After you're done or five minutes are up, you'll switch roles.

Willy the Space Weasel: *(show character traits)*

Space bucks will be given out to trainees who have good communication and teamwork skills. Good luck, trainees!

Teacher Guided Learning

Setting/Storyboard

Visual Background

A large room with a computer set up to code and a large glass enclosure. The large glass enclosure has animals inside and takes up most of the room on the left-center side of the screen. A spaceship setting overall with two characters in front of the glass enclosure.

Audio Background

Small beeps/computer sounds that are very hard to hear

Characters Present

- Isabella the Zoologist: smart, caring—especially in regard to animals, lacks knowledge in coding
- Willy the Space Weasel: we know him, he has a slight crush on/admiration for Isabella

Script

Willy the Space Weasel:

Holy moly! Thank goodness all the animals are here, but look at them!

Isabella the Zoologist:

All the habitats disappeared when the computer broke earlier. I lost all the habitats for the animals, and now they're in trouble.

Willy the Space Weasel:

As you can see, we have a new expert aboard the *Arc*! This is *(sighs)* Isabella, an old friend. Isabella comes to us from the University of Jupiter on Mars, and she is our resident zoologist aboard the *Arc*, our spaceship.

Isabella the Zoologist:

I've come aboard the *Arc* to learn alongside you trainees while offering my expertise in rebuilding the animals' habitats!

Willy the Space Weasel: *(show a thought bubble example in the corner with Bob and Willy on two different sides, facing each other, with the space in the middle, but actually playing the game now)*

Let's start by thinking back to the Campfire activity. It was similar to coding on a computer. You trainees followed the directions of your partners just like a computer follows the code when we enter it.

Isabella the Zoologist:

In this activity, one partner was like a programmer and the other was like a computer. How did you communicate with your partners? What ways of giving directions were the most successful?

Willy the Space Weasel:

Writing code on a computer means you are creating steps that can be followed exactly to make something happen. You need to be careful to think of each part that will follow another. Just like making a PB&J sandwich. *(show a thought bubble example in the corner of the screen of*

Isabella making a sandwich without a knife) If you forget to grab a knife, how can you make the sandwich?

Isabella the Zoologist:

Today we are going to be playing a game in which we give each other code that we have to follow. Let me show you how to play! *(show Willy, who is playing the computer, looking like a robot following commands; when Isabella touches her nose, Willy walks forward; this should be happening as she says her next lines)* One person will be the coder giving the signals. The other person, the computer, will follow the commands. When I touch my nose, Willy will walk forward.

Willy the Space Weasel:

You will need to come up with your own code and cannot copy the example in the video or any example your mission leader shows you. Your mission leader and a trainee will demonstrate an example after the video!

Isabella the Zoologist:

After you've seen me, Willy, your mission leader, and a fellow trainee try out the coding game, it's everyone's turn!

Willy the Space Weasel:

Partners, your job will be to create your own code! One person will be the coder giving the signals and the other person, the computer, will be following the directions, otherwise known as commands. Just like you saw before, partners will come up with their own codes for the movements you see on the screen. Make sure to pay attention!

(show this list on the screen:

Movements:

Walk Forward

Walk Backward

Jump

Spin)

Isabella the Zoologist: *(show character traits)*

Space bucks will be given out to students who are on task, have good communication, and have a positive attitude.

Partner Practice

Setting/Storyboard

Visual Background

A large room with a computer set up to code and a large glass enclosure. The large glass enclosure has animals inside and takes up most of the room on the left-center side of the screen. A spaceship setting overall with two characters in front of the glass enclosure.

Audio Background

Small beeps/computer sounds that are very hard to hear

Characters Present

- Isabella the Zoologist: smart, caring—especially in regard to animals, lacks knowledge in coding
- Willy the Space Weasel: we know him, he has a slight crush on/admiration for Isabella

Script

Isabella the Zoologist:

Now that you've seen me, Willy, your mission leader, and a fellow trainee try out the coding game, it's everyone's turn!

Willy the Space Weasel:

Partners, your job will be to create your own code! One person will be the coder giving the signals and the other person, the computer, will be following the directions, otherwise known as commands. Just like you saw before, partners will come up with their own codes for the movements you see on the screen. Make sure to pay attention!

(show this list on the screen:

Movements:

Walk Forward

Walk Backward

Jump

Spin)

Isabella the Zoologist: *(show Willy, who is playing the computer, looking like a robot following commands; when Isabella touches her nose, Willy walks forward; this should be happening as she says her next lines)*

Remember: You should really be acting just like a computer and doing only what the coder says! So if they forgot a code, don't do the movement!

Willy the Space Weasel: *(show Willy walking forward and Willy spinning around; Isabella "controls" him with the code movements)*

Your goal is to create lines of code that move your partner from one point to another in a fun way while having all four of the movements at least once.

Isabella the Zoologist:

Both trainees should practice giving the code signals, being the coder, and being the "computer." Try to memorize this code, as you will present it to the rest of the class later on!

Willy the Space Weasel: *(show character traits)*

Your mission leader will give out space bucks for good communication, teamwork, and anyone who really puts some effort into looking computer-like.

Reflect & Connect

Setting/Storyboard

Visual Background

A spaceship room with windows that show a small Earth-like planet in outer space. In the room is a computer that is clearly broken and a sealed door that is shut and looks impossible to open without mechanical help.

Audio Background

None

Characters Present

- Willy the Space Weasel

Script

Willy the Space Weasel: *(eating popcorn)*

Oh, boy! I can't wait for everyone to show us the codes they have made.

Willy the Space Weasel:

Remember: As the audience, it is your job to guess what the code is and how it works!

Willy the Space Weasel: *(close up)*

Once you have finished watching a code performance, talk about what types of codes worked well, what did not work well, and how do you think this will relate to coding on a computer?

Willy the Space Weasel: *(show Willy with a sheet of paper labeled "Space Academy" with some scribbled writing)*

Now before you get going, I did get a message from the Space Academy and they wanted to get an idea of what each cadet knows about coding. Your teacher will have some computers set up for you to answer some questions. Please know that it is fine if you don't know an answer. Just take the best guess you can. They just want to see what you already know. Also, don't forget to add your name and push "Submit" at the bottom of the form!

Willy the Space Weasel: *(show character traits)*

I know your mission leader will be giving out space bucks for demonstrating good communication skills when answering questions. So pay attention and do your best!

